

Delay



Terminal Learning Objective

- **Action**: Describe the Fundamentals of Delay Operations.
- **Condition**: Given appropriate Field Manuals and a guided discussion.
- **Standard**: Students utilize the fundamentals of delay operations to develop a plan during IPB/MDMP, the Delay TEWT, and they achieve at least 70% on the MP Operations Examination.

Outline

- Retrograde Operations
- Organization of Forces
- Methods of Delay
- Battle Handover
- Control Measures



Retrograde Operations

- Disengage from the enemy.
- Gain time without fighting a decisive engagement.
- Draw the enemy into an unfavorable situation or extend his LOCs.
- Reposition forces more favorably.
- Shorten LOCs or conform to movements of other friendly units.
- Position force for reconstitution.
- Deceive the enemy.

Retrograde Operations

- Human element
 - Soldiers may view retrograde as defeat.
 - Leaders must maintain unit aggressiveness.
 - Soldiers must know the purpose and duration of the operation.



Retrograde Operations

THREE FORMS:

- Withdrawal
- Retirement
- Delay



Withdrawal

- Planned, voluntary disengagement from the enemy
- When you do anticipate interference from the enemy
- Move to an assembly area or new defensive position

Retirement

- A force out of contact with the enemy moves away from him
- When you do not anticipate interference from the enemy
- Done to reposition forces for future operations

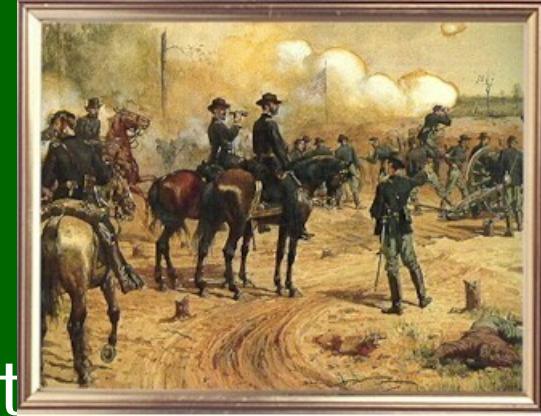
Delay

- An operation in which a force under pressure trades space for time by slowing the enemy's momentum and inflicting maximum damage on the enemy without becoming decisively engaged.
- *Decisive Engagement: A unit is decisively engaged when it is fully committed to combat and can not extricate itself from the existing situation. In the absence of outside assistance, the engagement is fought to a conclusion and either won or lost with the forces at hand.*

Delay

HISTORICAL EXAMPLE:

- 1864 Atlanta Campaign
 - Confederate General Johnston
 - Union General Sherman
 - 55,000 Confederate soldiers vs 110,000 Union soldiers
 - Confederates allowed Union only 1 mile per day from 5 May to 17 July



Delay

- MP units serve as Response Force in the Rear Area.
 - Bases or base clusters.
 - High Value Targets (HVTs).
 - Air base ground defense.
- We must be able to mass combat power quickly.
- We destroy level I and II threats and delay level III threats in the rear area.

Delay

- One of the most demanding of all ground combat operations.
- Inflicting casualties is secondary to gaining time.
- Generally occurs when commander does not have adequate friendly forces to defend or attack.
- Requires depth within the area of operations (AO).

Depth

Depth required depends on several factors:

- Amount of time to be gained.
- Relative combat power of friendly and enemy forces.
- Relative mobility of the forces.
- Nature of the terrain.
- Ability to shape the AO with obstacles and fires.
- Degree of acceptable risk

Risk Considerations

PURVIEW OF COMMANDER!!!!

Low risk. The unit must delay the enemy as long as it can without accepting decisive engagement. At the same time, it must maintain the combat effectiveness of the unit. No time limit is specified-the unit trades space for time.

High risk. A delaying force that must hold the enemy forward of a delay line or other location for a specified time is described as accepting a high degree of risk. The unit may have to accept decisive engagement to gain more time.

Planning Considerations

- Centralized control and decentralized execution.
- Maximize use of terrain.
- Force the enemy to deploy.
- Use of obstacles.
- Maintain contact.
- Avoid decisive engagement.
- Coordination.

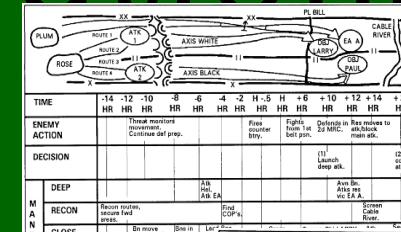
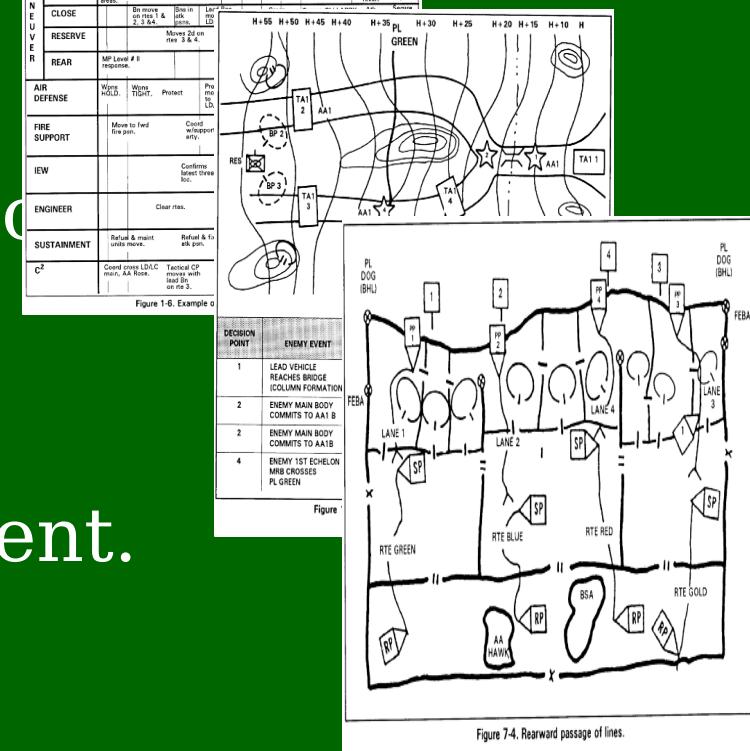
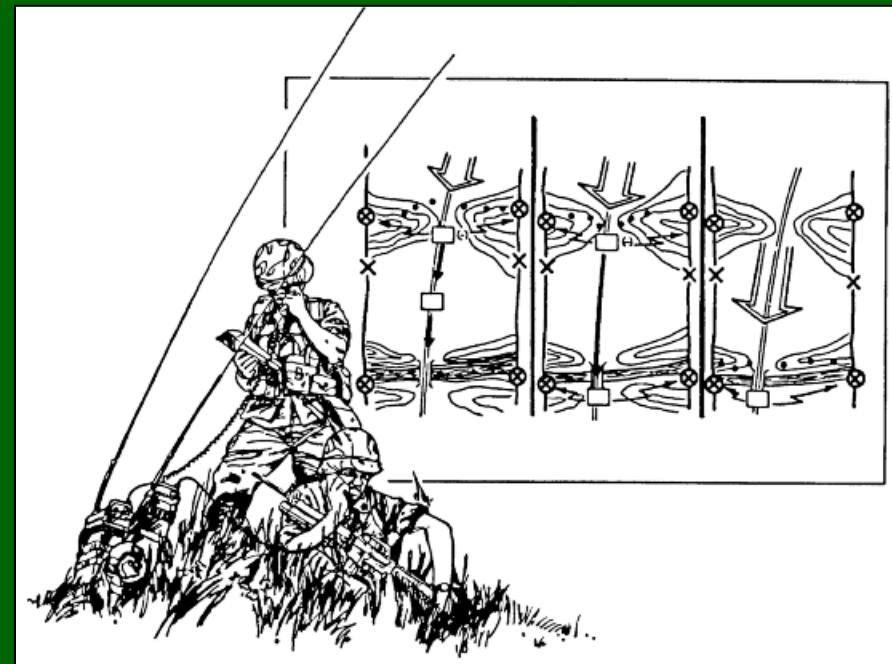


Figure 1-6: Example 0



Organization of Forces

- Security Force
- Main Body
- Reserve



Security Force

Positioned forward of initial battle positions

- Division: Cavalry Squadron
- Brigade/Battalion: Scouts
- MP Unit: Teams or Squads looking at Named Areas of Interest (NAIs) developed during IPB/MDMP.
 - Normally not task organized as a “security force.”
 - MP units executing missions as part of Area Security Operations or MMSO.

Main Body

- Contains the majority of the delaying force's combat power.
- Uses One of 2 methods to conduct the delay.
 - Delay from alternate positions.
 - Delay from successive positions.

Reserve

Used to:

- Contain enemy penetrations between positions.
- Reinforce fires into engagement areas.
- Help unit to disengage from the enemy.

**MP units may or may not have the flexibility to have a reserve.

Methods to Delay

- Delay from alternate positions.
- Delay from successive positions.

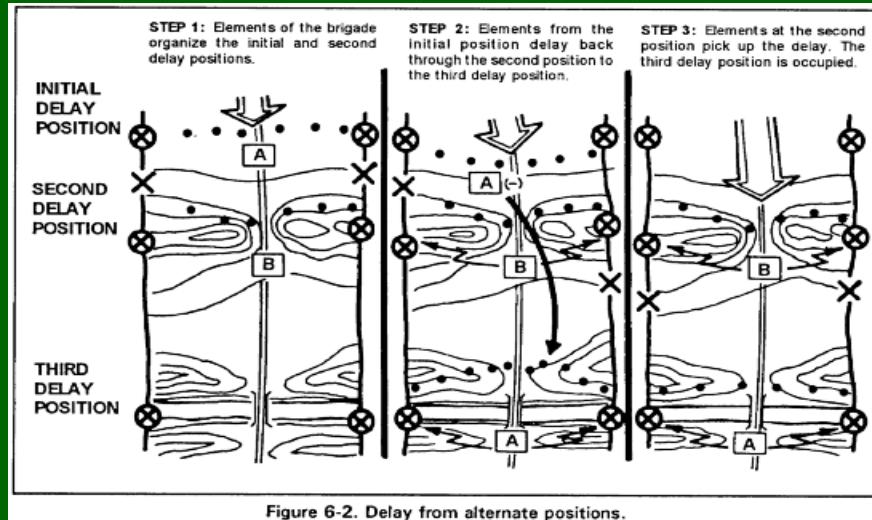


Figure 6-2. Delay from alternate positions.

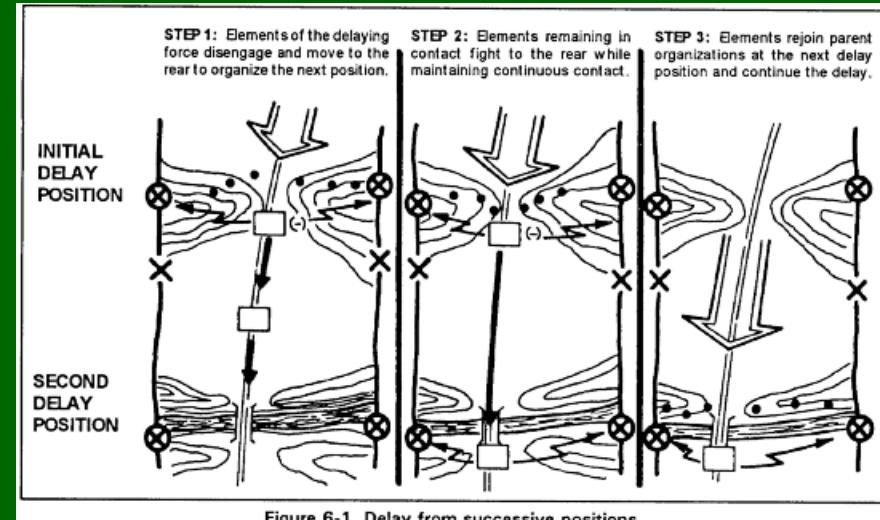


Figure 6-1. Delay from successive positions.

Delay from Alternate Positions

- A delay from alternate positions can be used when a force has a narrow sector or has been reinforced to allow positioning in depth. This is the preferred method of delay.

ADVANTAGES:

- Allows positioning in depth.
- Allows more time for soldier coordination and equipment maintenance.
- Increases flexibility.

DISADVANTAGES:

- Requires continuous coordination.
- Requires passage of lines.
- Only part of the force engages the enemy at a time.

Delay from Alternate Positions

- Unit is divided into at least 2 parts with equal combat power to occupy sets of battle positions in depth.
- 1st unit engages while other unit(s) prepare to assume responsibility for the operation.
- 1st unit disengages and passes through or around the 2nd force.

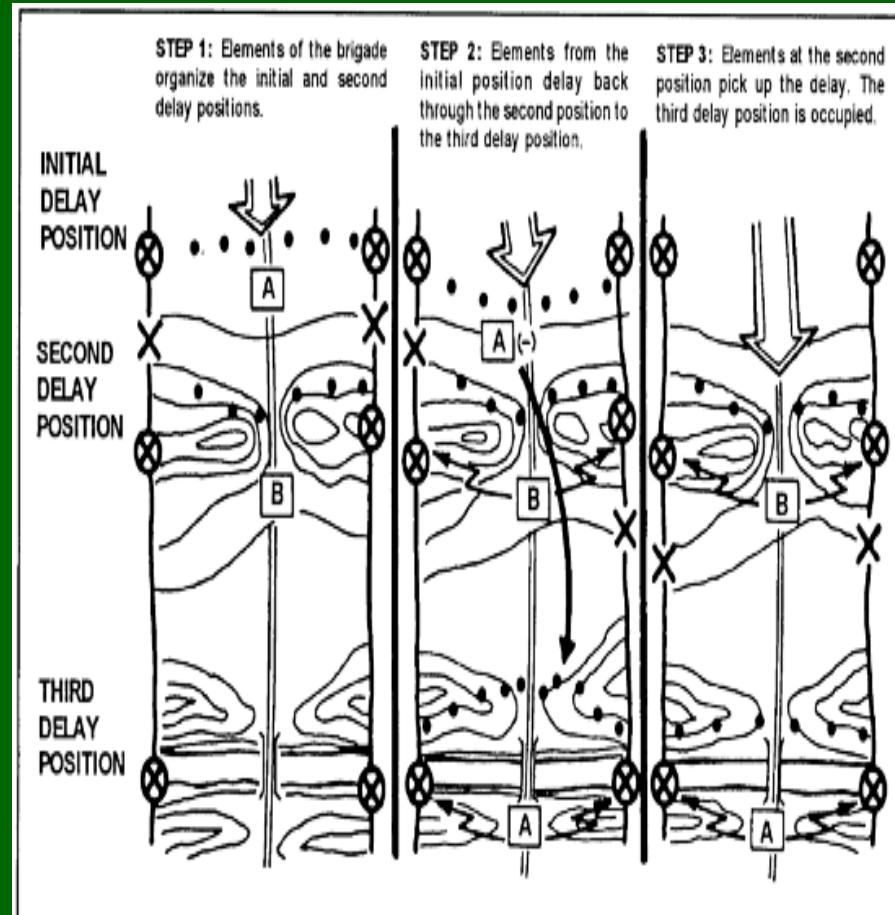


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Delay from Alternate Positions

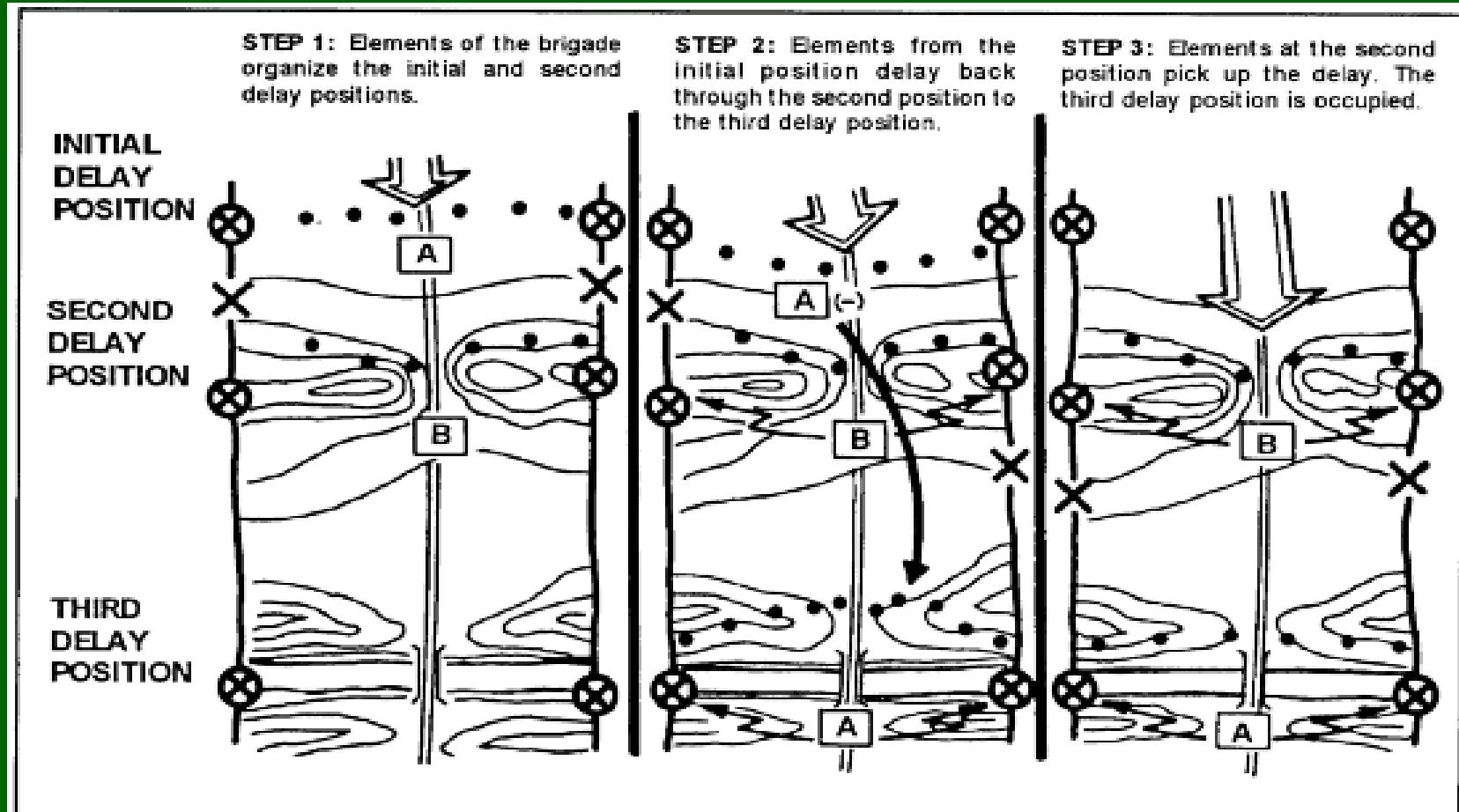
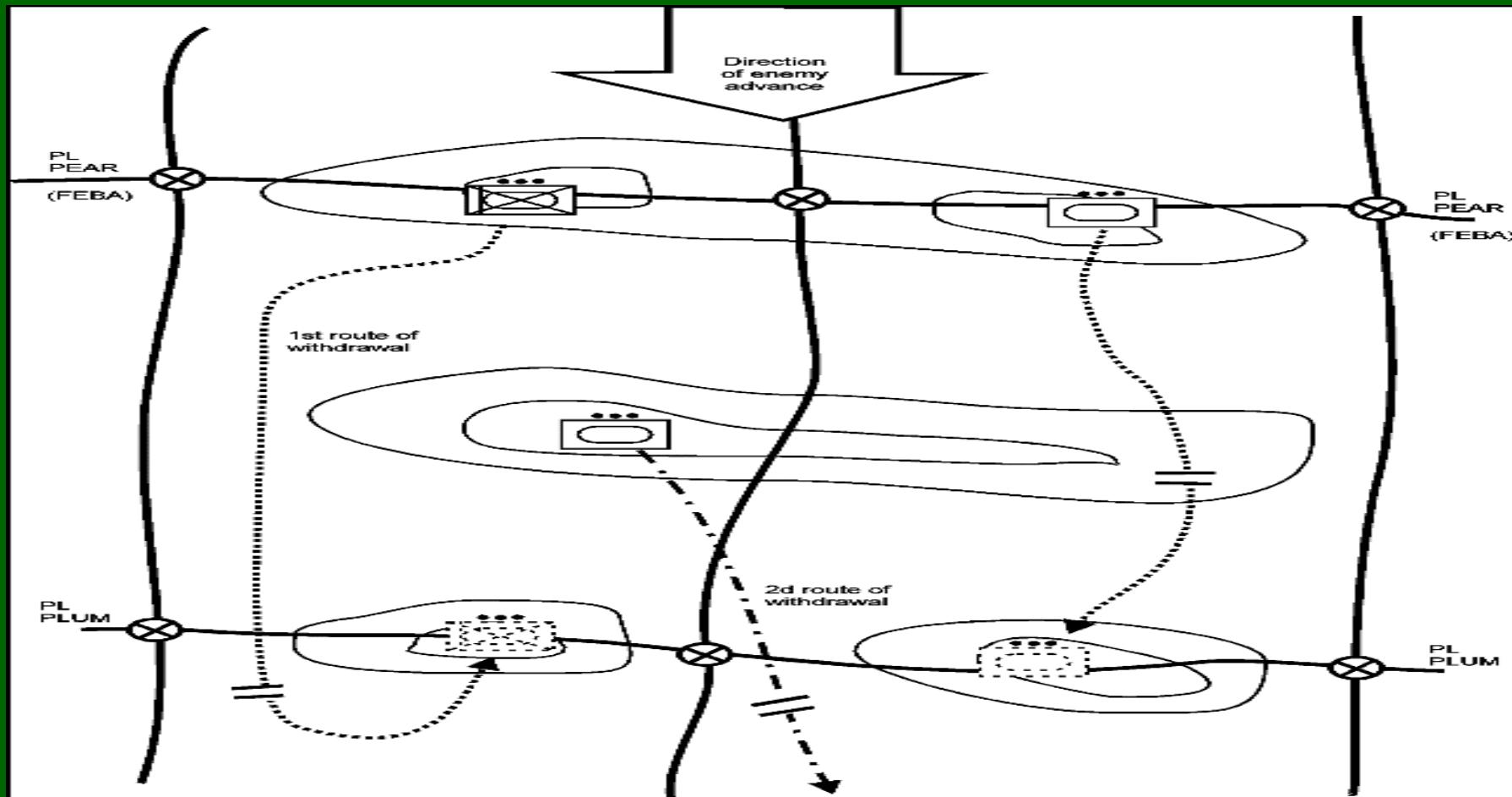


Figure 6-2. Delay from alternate positions.

Delay from Alternate Positions



Delay from Successive Positions

- A delay from successive positions involves fighting rearward from one position to the next, holding each as long as possible or for a specified time. In this type of delay, all units are committed across a wide sector on the same phase line.

ADVANTAGES:

- Masses fires of all combat elements.
- Simplified command and control.

DISADVANTAGES:

- limited depth to the battle positions.
- Less available time to prepare each position.
- Less flexibility

Delay from Successive Positions

- All delaying units are well forward across the AO on the same phase line.
- The unit disengages, then moves and occupies the next battle position.
- Unit can disengage simultaneously or one or more element at a time with remaining elements maintaining contact.

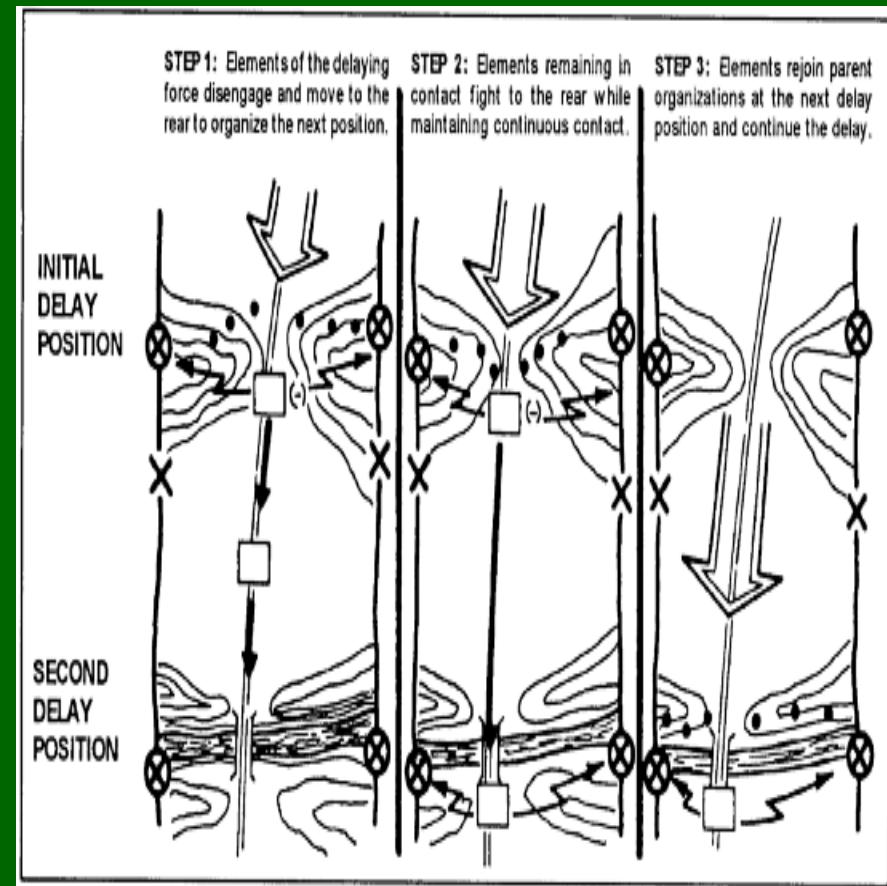


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Delay from Successive Positions

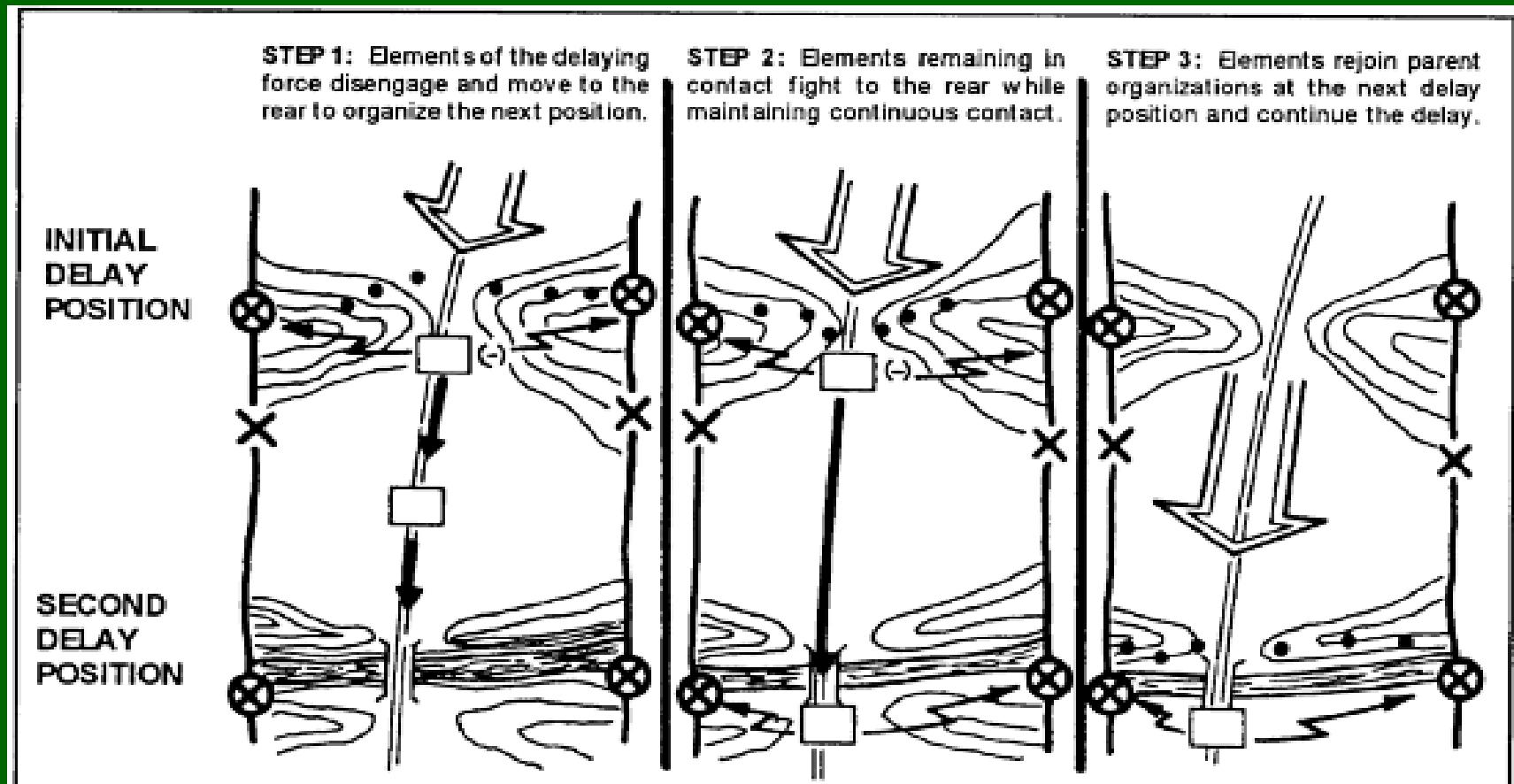
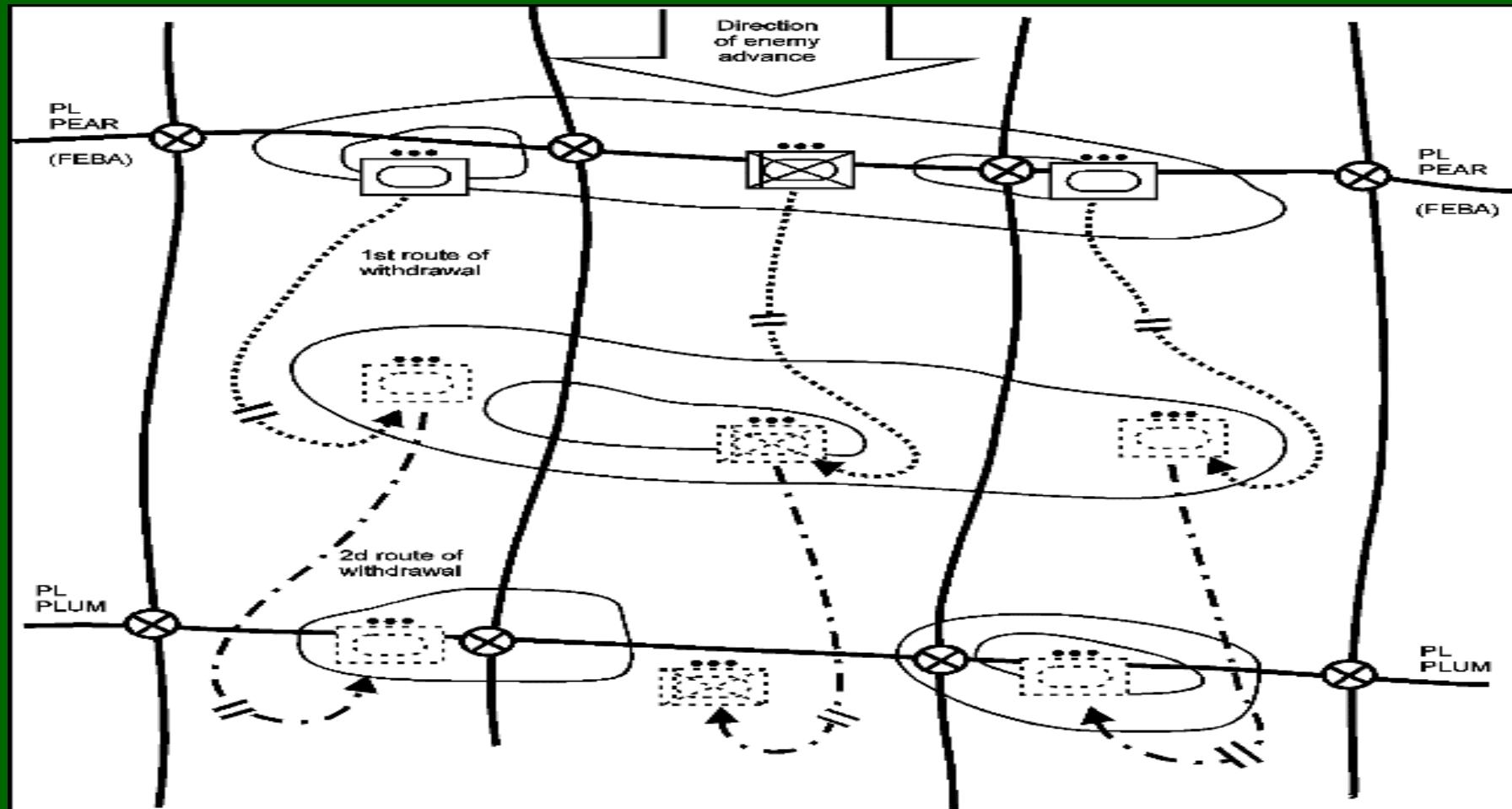


Figure 6-1. Delay from successive positions.

Delay from Successive Positions

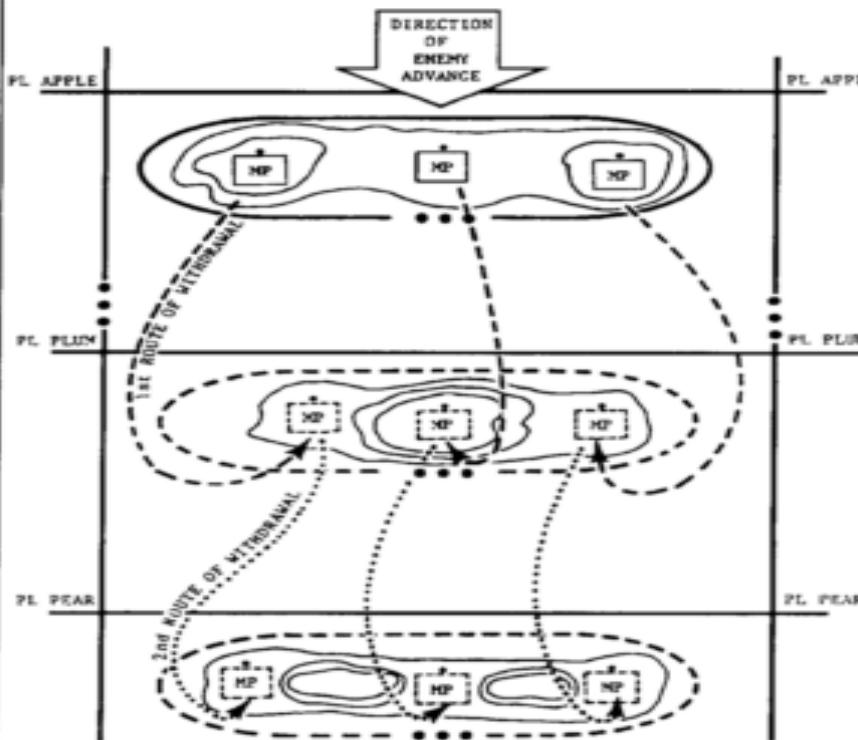


Choosing Your Ground

Delay forward of a specified line or terrain feature if you have—

- A narrow sector.
- Cross-compartmented terrain.
- An area restrictive to armor and the enemy can be canalized into a selected area.
- Terrain dominating mounted avenues of approach.

Delay By Successive Withdrawal Positions



Delay from successive positions when you—

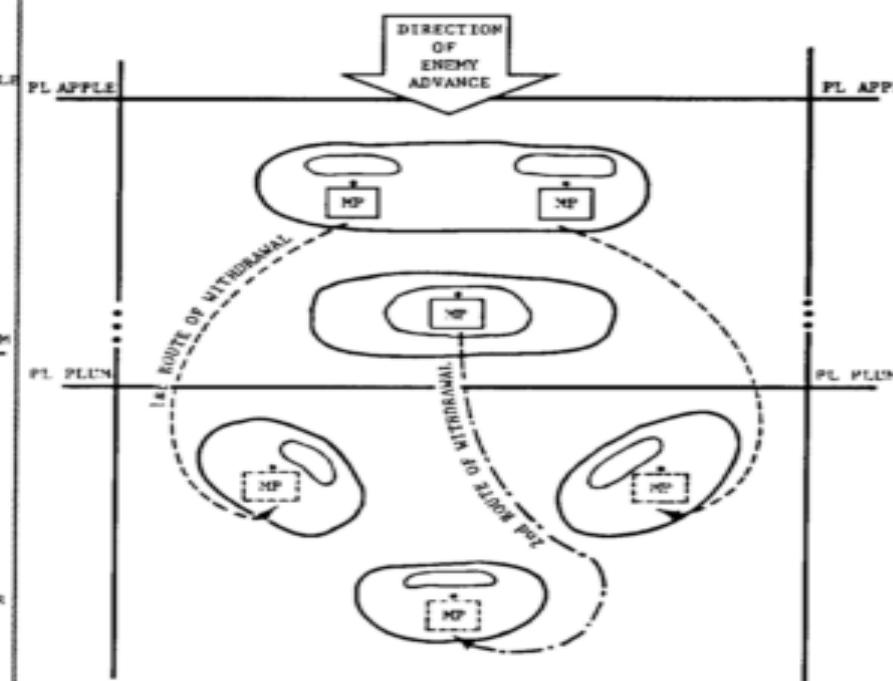
- Have wide sectors or limited observation, fields of fire, and visibility.
- Have a mobility advantage over the enemy.
- Can disengage elements simultaneously or one or two at a time.
- Are in less dangerous sectors.
- Lack good defensible terrain in depth.

This method simplifies command and control. But you have few forces in depth and little time to prepare your positions.

Delay in sector if you have—

- An area of responsibility that cannot be adequately covered from one battle position.
- Multiple enemy avenues of approach.
- Limited fields of fire and observation.

Delay By Alternate Withdrawal Positions



Delay from alternate positions when—

- The sector is narrow or there is long-range observation and fields of fire.
- The enemy is superior in combat power.
- There is good defensible terrain in depth, and the terrain facilitates movement by bounds.

This method places forces in depth, enhancing security with overwatching fires. It provides more time to prepare or improve subsequent positions. But it requires continuous coordination of fire and movement, which complicates command and control within the element. And it is less certain to maintain contact with the enemy.

Battle Handover

- Corps will normally have BDE sized TCF.
 - May be composite of ground maneuver, Army aviation, ADA and field artillery units.
 - MP Unit might be part of the TCF.
- Corps Commander *might* designate MP BDE as the TCF.
 - MP Brigade is augmented according to METT-TC factors with forces and liaison officers.
 - Augmentation may include: infantry, armor, attack helicopter, CAS, and FA elements.

MP as the TCF

CHALLENGES:

- MP Availability.
 - We are normally 100% committed.
 - Commander must accept risk somewhere.
- MP Dispersion.
 - We are normally dispersed over the entire AO.
 - Distance between elements may preclude commitment as the TCF.

Battle Handover

- A designated point (phase line) on the ground where responsibility transitions from the stationary force to the moving force and vice versa. It is within direct fire range and observed indirect fire range of the stationary force.



**Once the TCF is committed, the MP unit becomes OPCO to the TCF commander.

Battle Handover

- Forward Passage of Lines
- Rearward Passage of Lines

*** Normally an implied task in delay OPS*

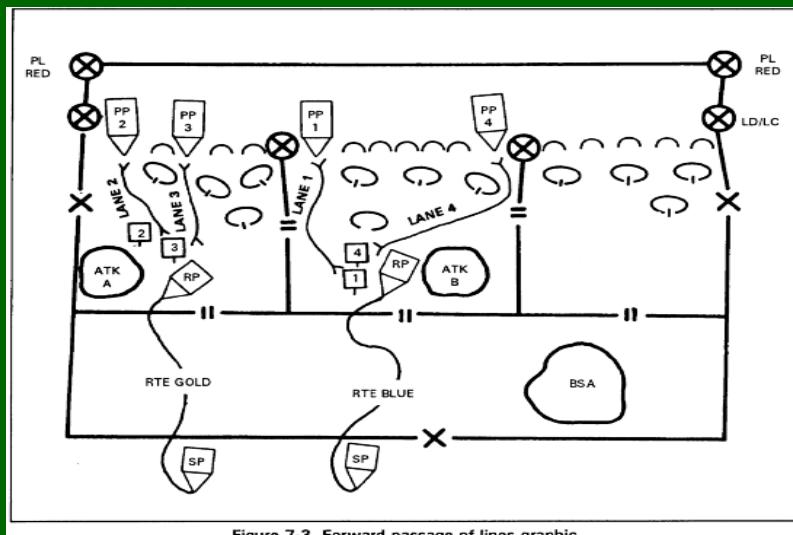


Figure 7-3. Forward passage of lines graphic control measures.

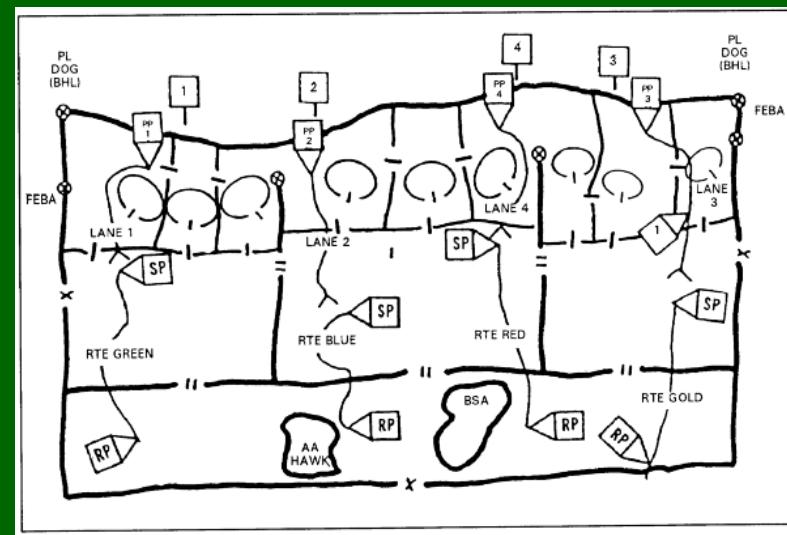


Figure 7-4. Rearward passage of lines.

Planning Considerations

- Command and Control.
 - Collocate Command Posts.
 - Coordinate time and triggers for change in responsibility.
- Movement.
 - Priorities for routes and movement times.
 - Passing unit must get obstacle emplacement plan.
 - Requires passage points and lanes.

Planning Considerations

- Fire Support.
 - Clear agreement on authority to call fires between the units.
 - Normally, stationary unit will retain authority until passage is complete.
- Reconnaissance.
 - Units must recon routes to, through and beyond area of passage.
 - Use guides to moving unit.

Planning Considerations

- Liaison. Involves the exchange of information to include:
 - Time to pass.
 - Tactical and communications plans including SOI. Both elements on moving unit's frequency.
 - Day and night recognition signals.
 - Control measures---pass unit graphics.
 - Mission and scheme of maneuver of both units.
 - Fire support plan.

Planning Considerations

- Liaison, continued:
 - Enemy situation and their capabilities.
 - Maintenance support.
 - Medevac support.
 - CS/CSS assets available and their ability to support units.
 - Terrain information.



Forward Passage of Lines

- FM 3-19.4 calls this task passing a TCF through a response force.
- Passing unit assumes control when his elements are through the passage point and deployed.
- Passing unit should move through stationary unit in combat formation.
- BHL is the LD for the passing unit.

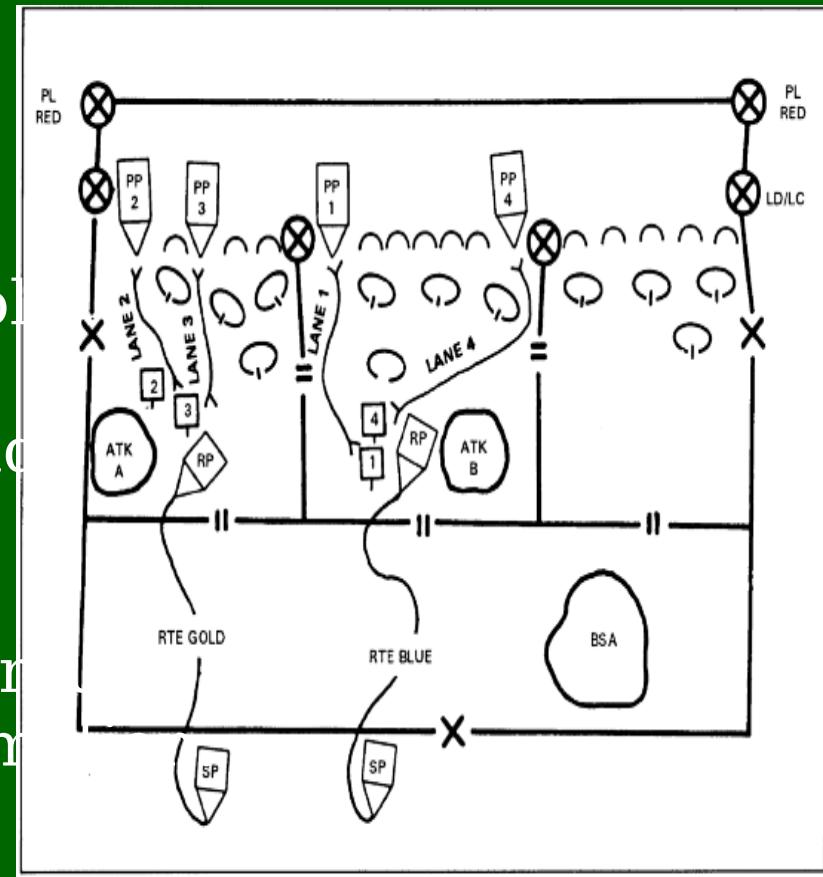


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Forward Passage of Lines

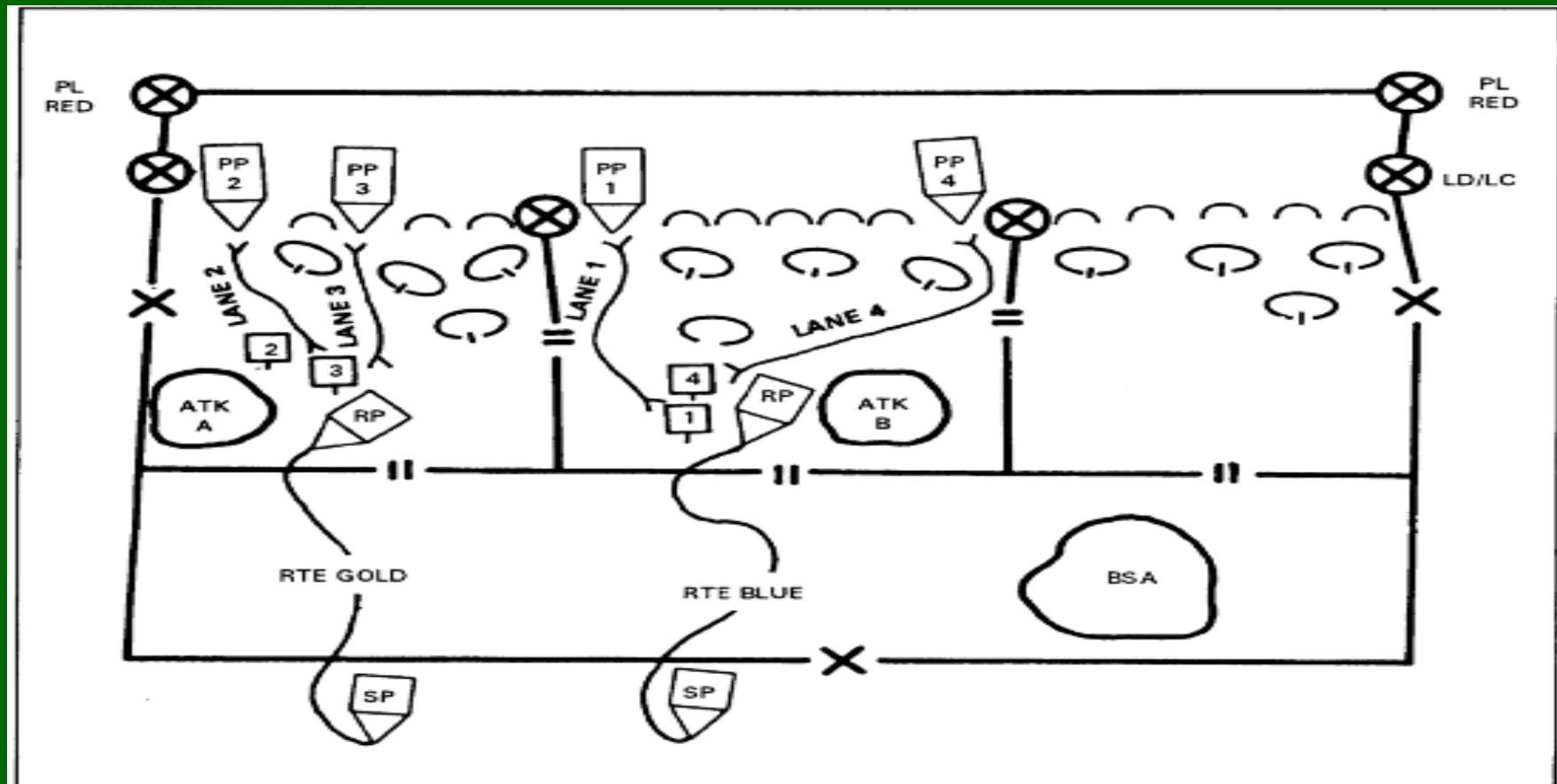


Figure 7-3. Forward passage of lines graphic control measures.

Rearward Passage of Lines

- FM 3-19.4 calls this task passing a response force through a stationary TCF.
- TCF assumes responsibility for the fight after at least 2/3 of the response force is behind the BHL.
- TCF may have to provide supporting fires to assist response force elements.
- Visual recognition signals and signals from TCF are critical.

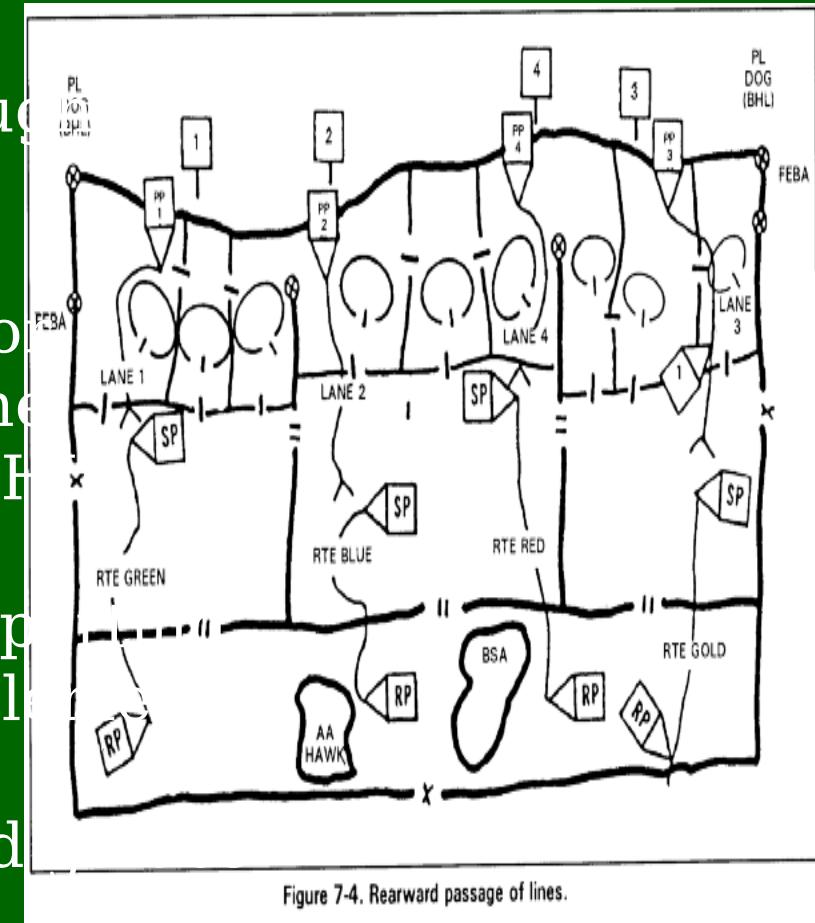


Figure 7-4. Rearward passage of lines.

Rearward Passage of Lines

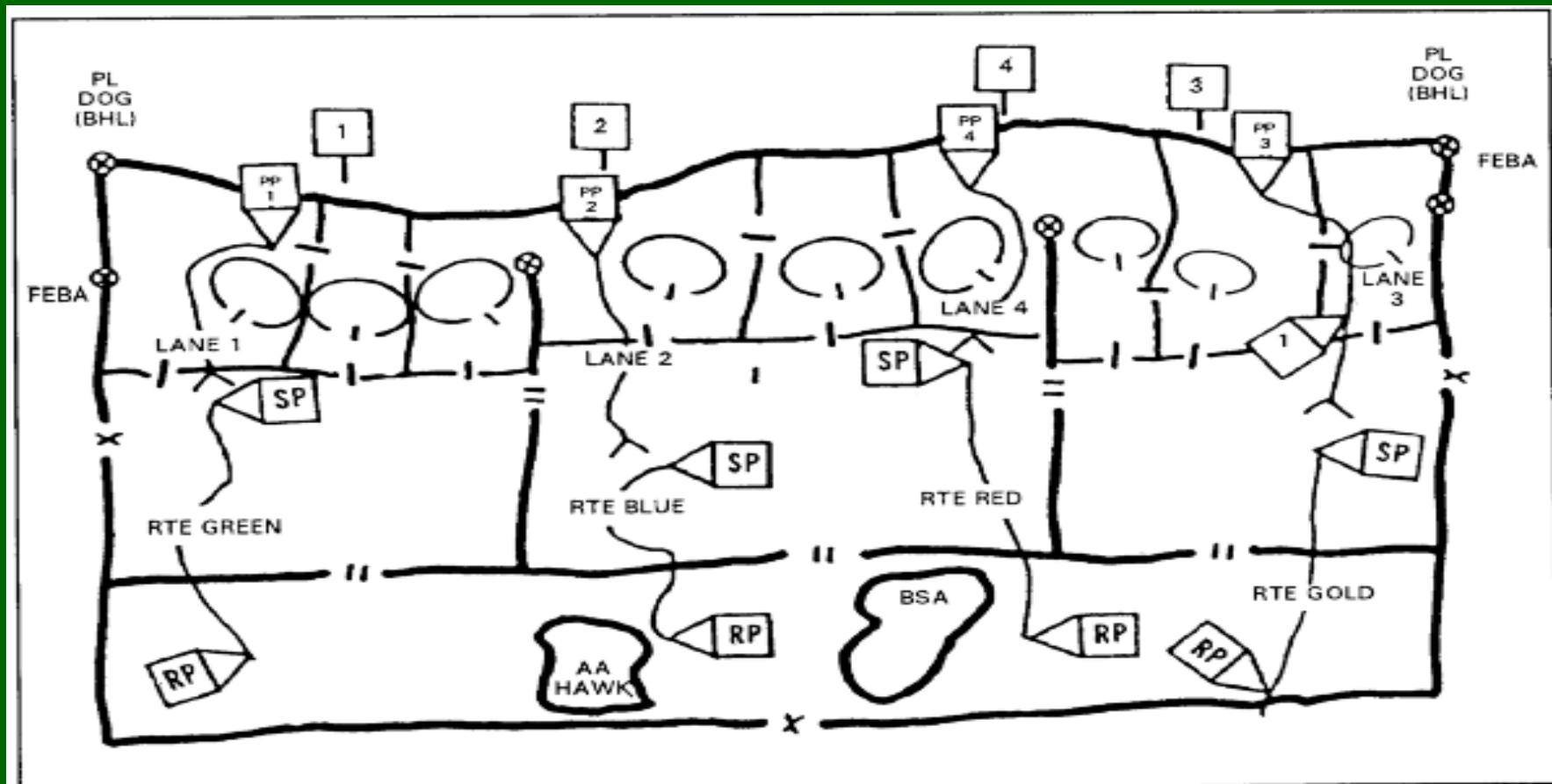
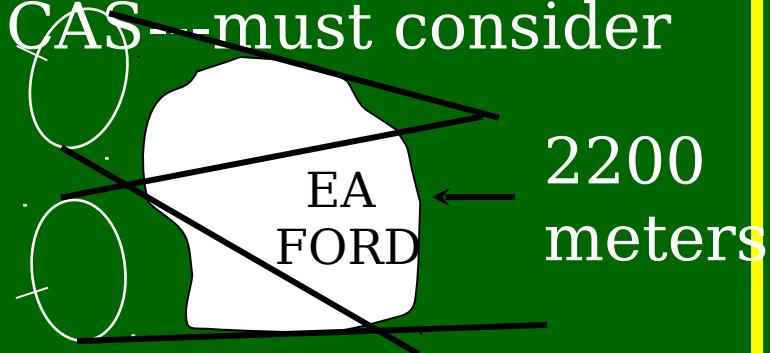


Figure 7-4. Rearward passage of lines.

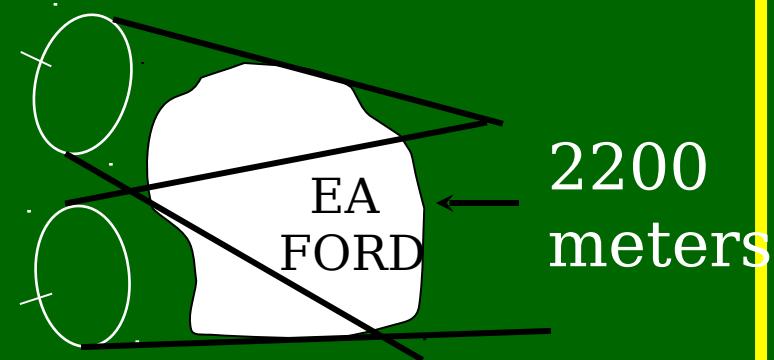
Control Measures

- Engagement Criteria (trigger).
 - Designated point along identifiable terrain in an engagement area used to mass fires at a pre-determined range.
 - Tied to maximum effective ranges of weapons system.
 - If tied to field artillery or CAS--must consider time on target factors.
 - Event or time oriented.



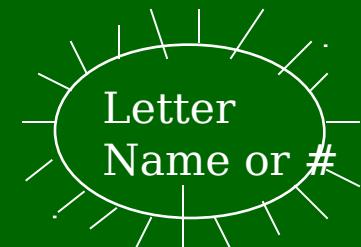
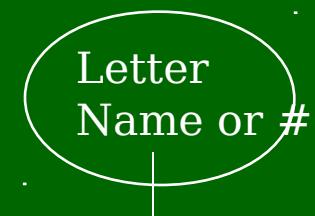
Control Measures

- Disengagement Criteria.
 - Designated point along identifiable terrain used to halt fires and initiate movement rearward.
 - Time. “Delay for 15 minutes and disengage.” Consider our mobility rates versus the enemy.
 - Terrain. “When they reach PL DOG, we disengage.”
 - Enemy. “When 6 or more BMPs enter the EA, we disengage.”
 - Friendly. “Expend one box of 40 MM and disengage.”



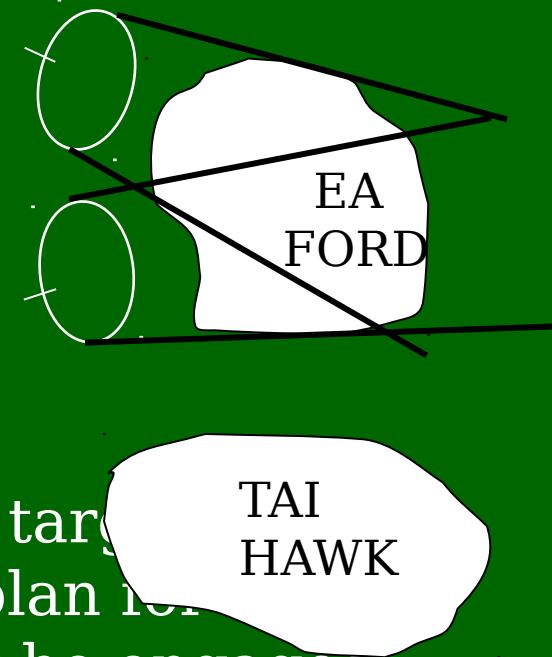
Control Measures

- Battle Position.
 - A defensive location oriented on the most likely enemy avenue of approach from which a unit may defend.
- Strong Point.
 - A position requiring extensive engineer effort for obstacles and survivability positions and positioned to control or block an avenue of approach.



Control Measures

- Engagement Area.
 - Area where CDR intends to contain and destroy an enemy with the massed fires of all available weapons.
- Targeted Area of Interest.
 - Area associated with high-payoff targets. Differ from EAs in degree. EAs plan for all weapons systems. TAIs might be engaged by a single weapon.



Control Measures

- Target.
 - An object, vehicle, terrain feature, etc. that is the aiming point for any weapon or weapons system.
- Area Target.
 - An area designated and numbered for future firing.
- Linear Target.
 - Often used for Final Protective Fire.

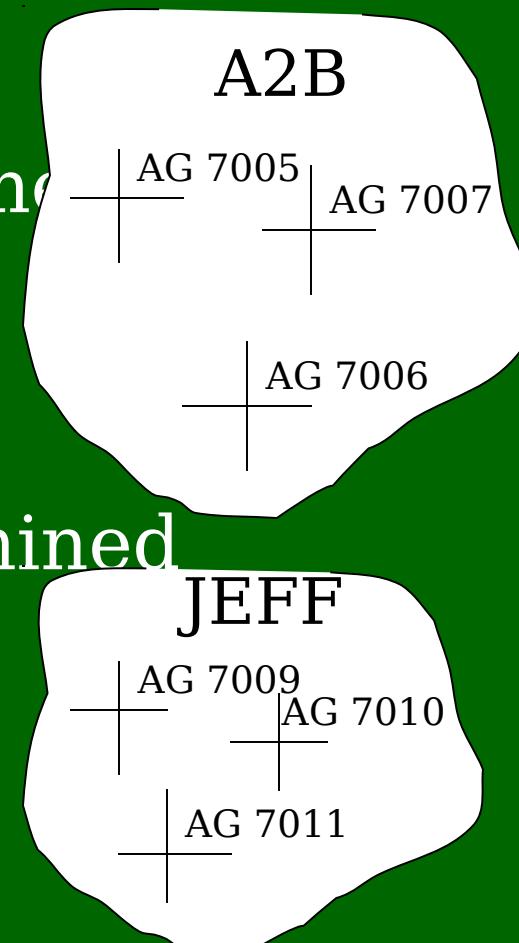
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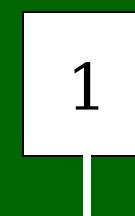
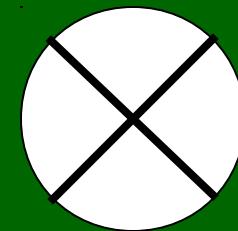
Control Measures

- Group of Targets.
 - All targets fired at the same time.
- Series of Targets.
 - Targets fired in predetermined sequence.



Control Measures

- Coordination Point
 - Point on the ground where 2 or more units coordinate fires and maneuver. Not a mandatory action. In NATO ops, physical coordination is required.
- Contact Point
 - Point on the ground where 2 or more units are required to make contact.



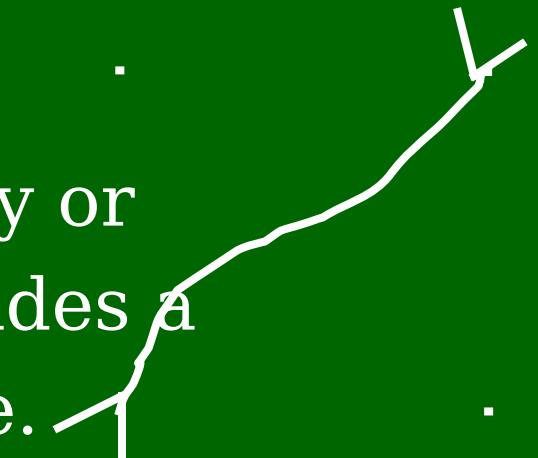
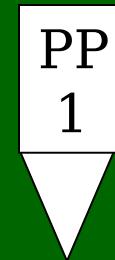
Control Measures

- Start Point.
 - A designated place on a route at which a movement of vehicles begins. Guides may have control.
- Release Point
 - A designated place on a route where vehicles return to control of their respective commanders.



Control Measures

- Passage Point.
 - A designated place where units will pass through one another.
- Lane.
 - A route through an enemy or friendly obstacle that provides a passing force safe passage.



Control Measures

- Phase Line. PL DOG _____ PL DOG
- Battle Handover Line.
 - Designated point (phaseline) where responsibility transitions from the stationary force to the moving force. Within direct fire range and observed fire range of the stationary force. PL DOG (BHL) PL DOG (BHL)

Summary

- Retrograde Operations
- Organization of Forces
- Methods of Delay
- Battle Handover
- Control Measures



QUESTIONS?

